SNS-ZX-USA

INSTRUCTION BOOKLET

SUPER SLAP SHOT

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GAMES

SUPER NINTENDO
ENTERTAINMENT SYSTEM

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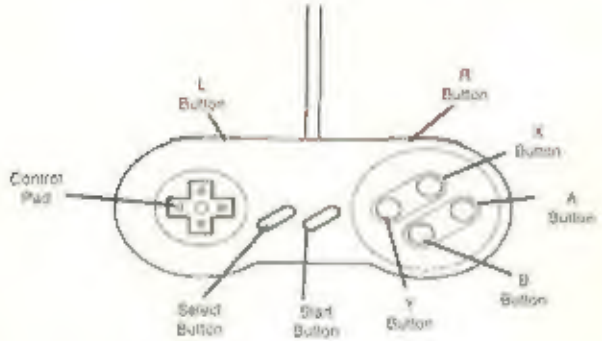
THE CONTROLLER



GETTING STARTED

Insert the **SUPER SLAP SHOT** game pak into your Super NES™ machine and turn the power switch ON.

The introduction will begin. Press START to reach the Main Menu screen.

In general, press START to go on to the next screen and press SELECT to return to the previous screen.

THE MAIN MENU

The Main Menu screen contains the following options: Exhibition, Tournament, Fighting, Shootout, Options, Password.

The Main Menu Screen

Use the control pad to highlight an option from the main menu. Select the option highlighted by pressing the START button.

The Exhibition Option

Select the Exhibition Option to play either a one or two player single game of hockey.

Playing an Exhibition Game

Once you have selected the Exhibition Option, the Exhibition Screen will appear.

Highlight either ONE PLAYER, TWO PLAYERS or DEMO with the control pad and press the START button to select your choice. A list of teams will appear. Use this list to select which teams you wish to play with and against. Moving the control pad left or right will cycle through the available teams.

Choose the displayed team by pressing the START button. (Note that in a TWO PLAYERS Tournament only the second controller's START button can be used to choose the second team.)

After both teams have been chosen, a final screen will appear with both teams displayed. If you would like to make any changes, you can return to the previous screen by pressing the SELECT button.

Choose your teams and get ready to play

Press START to begin the Exhibition game.

You will return to the Main Menu when the Exhibition game is completed.

The Tournament Option

Selecting this option allows one or two players to enter themselves into a 16 team tournament.

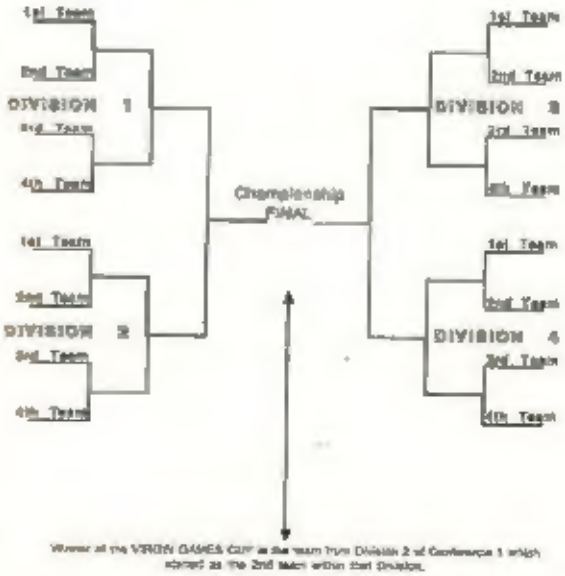
In Tournament play the 16 teams are separated into four divisions. The four teams of each Division always begin a Tournament with the same matchups.

There are four separate rounds of Tournament play: Division Eliminations, Division Champion, Conference Champion, Tournament Champion.

Advancement during the playoffs is set on a round by round basis to be the first team to win three games against the other. This is also known as playing in a "Best of 5" or "3 out of 5" series. That is, for each round of Tournament play, two teams will continue to play each other until one of the teams wins three games. That team then advances to the next round while the other team is eliminated from the playoff.

The winners of the first round divisional matchups advance to the second round and play for their Division Title. The four teams that win their Divisions then advance to the third round and play the other Divisional winner from the same Conference. The resulting two winning teams (The Conference Champions) then advance to the fourth and final round to play for the Championship. That winner receives the coveted Virgin Games Cup.

The playoff tree might look something like this:



Playing in a Tournament

Highlight either ONE PLAYER, TWO PLAYERS or DEMO with the control pad and press the START button to select your choice. A list of teams will appear. Use this list to select which teams you wish to play with and against. Move the control pad left or right to cycle through the available teams.

Cycling through the available teams

Choose the displayed team by pressing the START button. (Note that in a TWO PLAYERS Tournament only the second controller's START button will be active to choose the second team.)

After both teams have been chosen, a final screen will appear with both teams displayed. If you would like to make any changes, you can go back to the previous screen by pressing the SELECT button.

You will then be presented with the Tournament Tree. The Tree will display all game matchups and team victories as the Tournament progresses. To view all of the Tree, press the controller pad to the left or right.

The Tournament Tree

Your teams will be flashing, to begin the next scheduled game, press the START button.

At the end of every tournament game you will be supplied with a new password. Write it down, then press START to return to the Tournament Tree.

Note: Once in a Tournament, you can only return to the Main Menu by resetting the Super NES game console. Be sure to write down the latest password if you want to return to the Tournament in progress.

Note: Only human controlled team games will be playable or can be watched. After each human controlled team has played a game, the computer will automatically generate the results of all other games scheduled to play in the current series. Then the human controlled teams will be scheduled to play again.

The Fighting Option

Selecting the Fighting Option gives you the chance to practice your brawling skills. Make sure you do, if you lose the fight during the game you'll go to the penalty box and give the opposing team a three minute power play!

To Practice Fighting

Highlight either ONE PLAYER, TWO PLAYERS or DEMO with the control pad and press the START button to select your choice. A list of teams will appear. Use this list to select which teams you wish to play with and against. Move the control pad left or right to cycle through the available teams. Notice that the POWER skill will be flashing as this is the only team skill that will matter during the Fight.

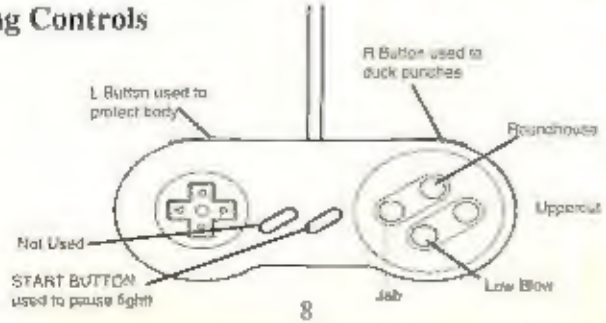
Choose the displayed team by pressing the START button. (Note that in a TWO PLAYERS Tournament only the second controller's START button can be used to choose the second team.)

After both teams have been chosen, a final screen will appear with both teams displayed and their POWER skills flashing. If you would like to make any changes, return to the previous screen by pressing the SELECT button.

Flashing power skill

You will return to the Main Menu at the end of a fight.

Fighting Controls



When practicing fighting, Player One is on the left and Player Two is on the right. This is not necessarily true during an actual game.

Each fighter will have a Strength Bar on their respective left or right hand sides of the screen. When the Strength Bar is illuminated all the way to the top, the fighter is at 100% strength. As the fighter begins to lose and continues to be punched his Strength Bar will lose its illumination. When a fighter's Strength Bar reaches zero the fight is over and that fighter has lost.

Punches

A fighter has four types of punches: the jab, the roundhouse, the uppercut and the low blow. The jab should be used when the opponent is farthest away, the roundhouse and low blow when at mid-distance and the uppercut when up close.

Duck when you can to avoid getting clobbered

Defensively, a fighter can protect his body with a cover-up or a duck.

Fighting Strategies

There are pros and cons associated with each punch. Use the following tips to perfect your fighting skills.

Know your:

Punch Speed: Each punch takes a different length of time to complete. In descending order of quickness the punches rank: jab, roundhouse, uppercut and low blow. The slower the punch, the more likely your opponent can defend himself against it or punch you first!

Power: Each punch packs a different wallop. In descending order of "hurt potential" the punches rank: low blow, uppercut, roundhouse and jab.

Fatigue: Every time you throw a punch or push your opponent by grabbing you are using up small amounts of energy. Keep an eye on your Strength Bar!

Range: Punch types are only effective within certain ranges. Practice your punches and know which works when.

The Shootout Option

Practice your shootout skills by selecting the Shootout option. A Shootout occurs when two teams are tied at the end of the regulation three periods of play in Exhibition or Tournament games. A shootout automatically determines the winner.

Practicing a Shootout

Highlight either ONE PLAYER, TWO PLAYERS or DEMO with the control pad and press the START button to select your choice. A list of teams will appear. Use this list to select which teams you wish to play with and against. Move the control pad left or right to cycle through the available teams. (During a game, the teams would already be chosen.)

The most crucial skills to shootouts, Passing, Shooting and Goalie, will be flashing.

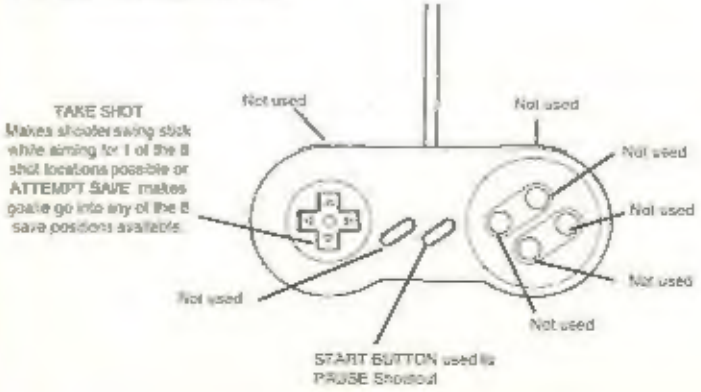
Choose the displayed team by pressing the START button. (Note that in a TWO PLAYERS Tournament only the second controller's START button can be used to choose the second team.)

After both teams have been chosen, a final screen will appear with both teams displayed. If you would like to make any changes, you can go back to the previous screen by pressing the SELECT button or start the Shootout by pressing START.

Perfecting your shot

You will be returned to the Main Menu at the end of a Shootout

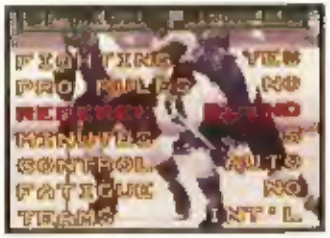
Shootout Play Control



During shootout practice, each team alternates taking shots at the other team's goalie. The team with the most goals after taking five shots apiece wins. If both teams are tied after taking the 10 shots, the process is started again.

The Options Menu

The following changeable Options will be available before playing each Exhibition game or before starting a Tournament and are always recorded in the Password:



The Options Screen

Fighting: Yes/No
Selecting Yes allows fighting during the game. Selecting No disallows fighting during a game. The default setting is Yes.

Pro Rules: Yes/No
Selecting Yes will implement certain N.H.L. rules. When Pro Rules is selected, the player will need to avoid the NHL infractions of Offsides, Two Line Passes,Cross Checking, Tripping, Slashing, Roughing and Icing. (See term definitions.) Selecting No is recommended for beginners and those who want fewer stoppages during the game. The default setting is No.

Referee: Fair/Tough/Blind
Decide how aggressive you want the ref to be with this option. A Blind ref will call no penalties except for Delay of Game and Fighting and you and your opponent can check each other to your heart's content. The Tough ref calls a lot of penalties and the Fair ref is somewhere in the middle. Fair is the default setting.

Minutes: 5/10/15/20
The clock can be set for full regulation 20 minute periods or shorter periods of 15, 10 and 5 minutes. The default setting is 5 minutes.

Control: Auto/Manual
This option affects which skater you control. When the control is set to Auto, the player is automatically given control of the skater with the puck or the last skater to touch the puck. When the Manual setting is chosen, the player will have to manually select which skater to control by using the control pad and the R button. The default setting is Auto.

Fatigue: Yes/No
This option allows you to select whether or not your players will get tired during a game. When set to NO, neither team's players will get tired during the game. When set to Yes, players will get tired and you will have to rotate your skaters from the ice to the bench to recuperate. The default setting is NO.

Names: Int'l/Cities
Choose whether to play with International Olympic (Int'l) or N.H.L. (Cities) teams with this option. The default setting is Int'l.

PASSWORDS

Passwords allow you to return to a Tournament or restore Team Skills and Option settings after turning off your Super NES machine.

Each password is thirteen characters long. To enter your password, use the control pad to highlight the password's letters and numbers one at a time. Press either the A, B, X or Y buttons to select the letter or number highlighted.

Use the L and R buttons to move backwards or forwards to change a number or letter entered.

Press START to enter the finished password.

The computer will return you to either a Tournament in progress or the Main Menu with all Team Skills and Options settings as you left them. If you decide to leave the screen with no action taken, press the SELECT button or highlight cancel and press any of the A, B, X or Y buttons.

TEAM SKILLS

The overall skill of each team is defined by its rating in six skill categories: shooting, power, passing, speed, defense and goalie on a scale from 1 to 5, 5 being the best.

You can make the computer change the teams' individual skills for more challenge in four ways:

Press the A button to give the teams balanced skills
Press the B button to give the teams progressive skills
Press the Y button to give the teams random skills
Press the X button to give the teams the default setting skills.

Balanced skills will re-skill the teams so that they are balanced.

Progressive skills will vary the teams from best to worst progressively.

Random settings will give you an unpredictable mix of skill levels.

Selecting the default team skills will revert to the computer's default settings.

Keep pressing the selected button (A, B, Y or X) until the team skills are divided as you like them. Holding down any of the four buttons will make the skills change faster and faster.

Press the START button to accept the settings and advance to the Pass-

word Screen. Write the password down so that you can restore the Team Skills and Options at a later time.

Press the SELECT button to accept the setting and return to the Options Screen.

PLAYING THE GAME OF HOCKEY

The rules and play control for SUPER SLAP SHOT are the same whether playing an Exhibition or a Tournament game. All games begin with a faceoff.

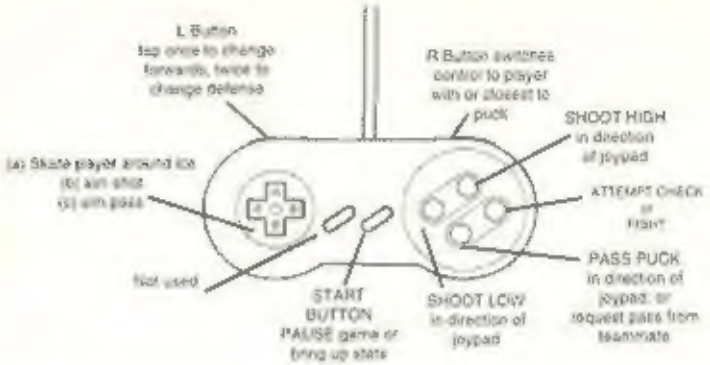
Faceoffs

When a faceoff is required, all players will automatically skate to their proper locations on the ice. The puck will be dropped by the ref and the centers can begin battling for control.

Facing Off

Use the control pad to control your Center skater. You will know when you are in position and when the puck is near ice level when the red light at the bottom of the screen turns green. Press the B button to swipe at the puck.

Controlling a Skater on Your Team



You will control the skater either manually or automatically depending on the option chosen from the Options Menu. When set in Auto control mode, you automatically control the skater closest to the puck or the last skater to touch the puck. When set to Manual control, you control whomever you wish.

Whether set to Manual or Auto control, you can always gain control of the skater closest to the puck by pressing the R button. The skater currently under control is designated by a circle which appears on the ice underneath him.

The skater under control is designated by a circle underneath him

Playing on Offense

Skating

Skating controls are used whether you are on offense or defense. Use the control pad to point the skaters in whatever direction you wish to go.

Passing

Use the B button to pass to the direction the control pad is pointing when on Auto mode.

Use the B button to receive a pass when the game is Manual mode.

Shooting

Move the control pad up, left, down, or right (depending on where you want to shoot at the net) while simultaneously pressing the Y or X button to shoot.

Pressing the Y button shoots the puck low.
Pressing the X button shoots the puck high.

Shooting Tips

- Shooting toward the goal post farthest from the goalie is usually the best way to get the puck passed him. Be careful to hit it into the net and not at the goal post!

Sending the goalie sprawling

- Shooting at the center of the net always guarantees that your shot will be on target and have a chance to score — unless you go high and over the crossbar!

- A good scoring strategy is to put a lot of pressure on the goalie by shooting low shots, making him sprawl all over the ice to cover them, and then picking up the rebound and quickly shooting again high.

- Once a shot is on its way toward the goalie, an arrow will appear indicating the intended destination of the puck. If the shot is blocked or misses, the arrow will disappear until the next shot is taken.

Checking

You can check any skater (except the goalie and ref) when close enough and on defense by pressing the A button. The checked player will drop to the ice but be careful, he may want to fight you or, worse yet, you could end up in the penalty box!

Note: You will not be allowed to check if you already have two men in the penalty box.

Fighting

If you get checked and an on-screen red "Fight" message starts flashing next to your score display, you can choose to fight by pressing the A button.

If you do not wish to fight, wait until the "Fight" message stops flashing before using the A button again.

Here's your chance for bodily contact!

Whoever wins the fight, will continue to skate with his team. The loser must go to the penalty box for three minutes.

If the Fighting Option is turned Off, a checked skater cannot retaliate.

Changing Lines

Each team has three sets of Forward Lines and three sets of Defensive Lines. Each Forward Line consists of a center, a left-wing and a right-wing. Each Defensive Line consists of a left defenseman and a right defenseman. There is always a Forward and a Defensive Line on the ice.

If the Fatigue Option is set to No, don't worry about changing lines. If the Fatigue Option is set to Yes:

Press the L button once to request a new Forward Line.
Press the L button twice quickly to request a new Defensive Line.

The computer will automatically replace the lines with the most rested lines. If the most rested lines are already on the ice, the computer will ignore the request.

Lines can be changed either during play or during a stoppage. How tired the on-ice forward and defensive lines are is shown on screen at all times during play by colored squares containing either an F or a D.

If the square is green, the on-ice line is rested. If the square is yellow, the

line is starting to get fatigued. A red square means the line should be changed.

- The longer you let a line recuperate on the bench, the better rested it will be.
- Tired defensemen mean a tired goalie. Change the defensive line and the goalie will "perk up."

PENALTIES

Each team can have no more than two men in the penalty box at any time. If your team already has two in the box, you will not be allowed to check or fight your opponent if checked.

Each player in the penalty box has his own individual penalty clock. When his time expires he will skate back into the play.

Penalty time lengths are as follows:

Checking opponent	2 minutes
Losing a fight	3 minutes
Delay of game	2 minutes

STATISTICS

Running statistical totals are tracked during a game for both teams covering such categories as GOALS FOR, GOALS AGAINST, PENALTY MINUTES, GOALIE RATING, TIME IN THE ATTACK ZONE, FACEOFFS WON, PASSES ATTEMPTED, PASSES SUCCESSFUL and much, much more.

Checking out those stats

The Stat Book is automatically presented between periods and at the end of a game. You can also press the START button during play to pause the game and bring up the Stat Book.

Move the control pad UP or DOWN to flip through the available pages. The Stats are displayed by periods. To see the current totals of all periods, press the A, B, X or Y buttons. Press any of these buttons again to return to the Period-by-Period break down.

Pressing and holding the A, B, X or Y button while moving the control pad UP or DOWN will cause the pages to scroll.

There is a TYPE column describing the goals that have been scored. It is always two letters except for a single case of goals which are subsequently disallowed and are indicated with a "DIS."

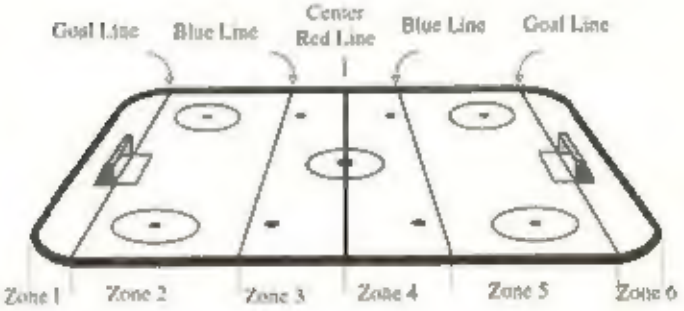
—The first letter can be either a "P," "E," or an "S" and stands for a goal that was either scored on a Power-play, Even-handed or Short-handed.
—The second letter can be either a "Q," "B," 'L," "T" or an "X" and stands for goals that were either:

Q-Quality (good, clean goal - nothing the goalie could have done to stop it)
B-Bad-(the goalie misjudged the shot)
L-Late-(goalie reacted too late to make the save)
T-Trickle-(goalie just gets a piece of the puck but not enough to stop it:) or
X-(caused by the other team scoring on themselves accidentally)

Press the START button at any time to return to the game.

SOME SIMPLIFIED DEFINITIONS

Rink Zones
There are six rink zones on the ice in the game of hockey



Offensive Zone

The "offensive zone" of a team is that end of the rink where the opponent's Goalie stands and which is bordered by the closest blue line to that goalie. It is a combination of either Zones 1 and 2 or 5 and 6 depending on the team in question.

Offsides

A skater is considered "offsides" if any part of his body is already in his Team's Offensive Zone when the puck crosses the blue line and enters into that Offensive Zone.

Two Line Passes

A team on offense cannot pass the puck further than one zone at a time in the direction of the goalie they intend to score on. Note however that passes originating in Zone 1 are considered the same as passes originating in Zone 2. Likewise passes originating in Zone 6 are considered the same as Zone 5 where two line passes are concerned.

Example, any pass by a team whose Offensive Zone is Zones 5 and 6 originates from Zone 2 and is received by a teammate in Zone 4, it is an illegal TWO LINE PASS. The ref will blow the whistle and a faceoff will be forced back in Zone 2.

Icing

Icing occurs when a player passes the puck the length of the ice across the red center line, the opponent's blue line and the opponent's red goalie line.

An Icing infraction will only be called if the opposing team touches the puck first and the offensive team is not shorthanded.

Icing is not called on shots on the goal.

Delay of Game

When a team retains control of the puck for 15 seconds and they do not move the puck down ice in their Offensive Zone, a Delay of game team penalty will be called. This prevents a team who is winning from killing the clock by holding the puck.

SUPER SLAP SHOT CREDITS

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